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HOW • TO • PLAY



A NEW AND IMPROVED METHOD OF EDUCATIONAL AMUSEMENT, DESIGNED
FOR USE IN HOME AND SCHOOL.

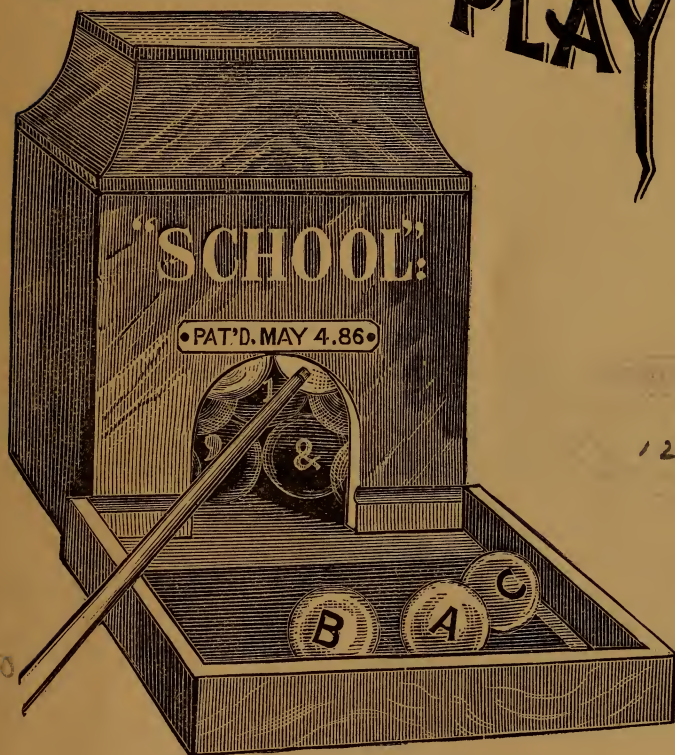
NEW YORK:

PRINTED BY JENKINS & McCOWAN,
224, 226, 228 CENTRE STREET.

✓ Marvel



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NEW YORK:

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224, 226, 228 CENTRE STREET.

(1886)

By See
W. M. M. M.

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To the Friends of Education, including the author of these sentiments:
“Teach a child to observe, conclude, judge, handle, see and do *for himself*, in accordance with the natural laws of his being, and all the powers of earth and hell combined can never reduce him to the condition of a slave! He is free born!”—*The (N. Y.) School Journal*.—

“SCHOOL”

is respectfully offered by

THE AUTHOR.

August 31, 1886.

HOW TO PLAY "SCHOOL."

A HOUSE AND YARD.

THE apparatus comprises sixty-six (66) articles, in connection with letters, figures, characters and certain words and punctuation marks. The articles are principally made of finely seasoned and polished maple-wood, and expressly for this game. One of the articles is hollow, has a cubical form, a French style of roof for a top, and an arched door or entrance-way cut through one side, the crown of the arch being exactly in the centre of such side; consequently, it is properly named "House," although it is a very diminutive one. The House is lined with a fine quality of cloth and rubber—the rubber being secured to the floor, and divided into 16 squares. The square farthest from the Entrance-way, to the left, is No. 1; the next, 2; and so on across and down to the one nearest the E. W. to the right, 16. From the front side of the House there is a hinged folding extension of the floor as a yard, the dimensions of which being equal to one and a half times that of the floor.

The Yard, which is lined with billiard cloth, contains two holes, as "pockets," immediately in front of and equally distant from the E. W., and it has a rubber and wood boundary wall, called the "Fence."

Sixty-four (64) of the articles are globular in form, of equal size and weight, and are painted red, yellow, blue and white. The letters of the alphabet and the character "&c." are upon the white globes (27); the arabic numerals, the red ones (10); the punctuation marks, the yellow ones (10). These words—representative of all the different businesses, legitimate callings, and diversified movements of mankind: Agriculture, Manufacturing, Commerce, Mining, Transportation, Stock Raising, Forestry, Bird Raising, Horticulture, Dairying, Education, Profession, Art, Politics, Sport, Vagrancy and Crime are upon the blue ones (17).

HOW THEY ARE PLACED.

These articles can be snugly placed in the House, in four layers of sixteen each, their form being then that of a perfect cube. But

to play the hereinafter explained games, they should be placed in five (5) layers, 16 in each the first and third, nine in each the second and fourth, and fourteen in the fifth. The vacant space in the top layer being over squares 10 and 11, and known as "commencement place." Here, then, is a pyramid of 30 globes, the apex of which being the middle globe in the fourth layer of nine. Around the third layer twelve are located, and above the pyramid, the fifth layer of fourteen globes is placed—making 64 in all.

In this case the whole of two sides of two globes, and a part of three more, show, resting, respectively, against and over each other, just within the E. W., and are known as Right, Left and Centre Lead and Arch Globes. Those covering squares 14 and 15 are R. and L. respectively; those immediately over them are Arch Globes; while the one in the middle of these four, is Centre Lead Globe. By numbering the sixty-four globes in proper position—those in the first, third and fifth layers, from the approximate relation each bears to the sixteen squares of the House floor, and the eighteen constituting the second and fourth layers independently, but all in vertical connection with the layers as a whole, it will be easier for the players to recognize and manage them scientifically.

HOW NUMBERED AND RECOGNIZED.

The number of the globes in each the first, third and fifth layers, should be that of the squares directly under them, with the number of the layer affixed thereto. In this case, Right Commencement Globe, for instance, becomes 10-3, while the globe directly under it in the first layer, is 10-1. The globes in each the second and fourth layers shall number from one to nine. The one farthest from the Entrance-way, to the left, is one, the next, two, etc., to the one nearest the E. W., to the right 9, the figure 2 being affixed to each of the second, and 4 to those of the fourth layer.

THE CUE.

The other and last article is a tapering ashen staff, like a miniature billiard cue; its dimensions are such that it may be placed in the house with the globes, and it is not guided by means of a bridge made with the left hand or otherwise. It is the cue, by the scientific use of which the globes are influenced out of position and out of the house, to a certain designated point in the yard, as the case may be. It is the instrument with which a person may with the

right hand reduce to a science the art of transmitting force to, through and beyond one or more separate but connecting globular bodies, with a dead certainty as to the resultant consequences. The players can enjoy this pleasure sitting, and thus avoid drifting into the losing, not to say ridiculous, business of tramping a hard floor for hours at a time, resting only at brief intervals, besides walking miles and miles in length, which the billiards of to-day involve.

HOW THE "SCHOOL" ENTIRE IS USED.

The foregoing described apparatus is to be used by being placed with the house facing the player (about half a yard distant from his or her right shoulder), upon a stationary piece of furniture, such as a table, store-counter, or flat-topped writing-desk, when several different games can then be played. One is for positions of honor and trust of a high or low degree in commercial, professional, sporting circles, etc.; for locations simply, by way of a temporary or permanent residence under political governments; or the object played for may be any intelligible and grammatical sentence, composition or word without regard to vocation, etc., in which case the game is played in the calling of education. But should it be the understanding and agreement of the player or players, that the definition of the word or the subject of the composition or sentence (simple, compound or complex) most directly relates to some other of the seventeen callings, businesses, etc., then the game shall be considered played in that calling, as the case may be.

The game can be played by any number of persons—from one to sixty or more; and a multitude of players may be divided into so many sides or clubs, each having an equal number of players and a chosen leader.

DROP FOR LEADERSHIP.

All of the globes should be taken and piled in a hill or mountain like form, in the yard, which, as with the H, should be perfectly level, whenever placed for use. Each game is started by each player taking a globe and dropping it into the empty house. Should any globe not remain in the house, the drop is to be repeated on the part of all the players until the globe of each remains wholly or partly over a square. The player whose globe, or fractional part thereof, covers the highest numbered square, or fractional part of another added thereto, has earned the right to place the globes in

position, and to make the first call or strike ; the next highest, second ; and so on to the lowest, last strike. The first strike should always be made in Commencement place, and upon the apex of either of the globes in the third layer over squares 10 and 11, and the three lead globes will thereby be influenced out of the house, *i. e.*, provided the force applied to produce the said result be equal to the weight of any four globes. The second strike, or the strike for the fourth globe, must be through the E. W. upward against either right or left arch globes ; and after the fourth globe is obtained, the player may strike either through the E. W. or top of the house, to obtain others, having in the meantime carefully studied the relative position of the globe to be struck ; and the players may strike the globes, or touch some part of their upper half and propel them in any direction possible.

Before a player makes first strike in any game, except Pool, he should state which lead globe he proposes to influence out first ; but if the strike be for all of them, this need not be done.

MISSES.

Failure to influence any globe from the house to the yard is a miss, and forfeiture of hand. A player misses when he or she fails to get the three lead globes, or to get the one ahead designated to pass out first, &c., as a result of first strike. They are to be replaced in the house by the next player ; and a like consequence follows a player's handling a globe when not entitled to take it up, or influencing globes beyond the fence, or through the top of the house, or getting globes into the yard by striking or moving the house. When a player makes either of these misses in any game, it shall become the turn of the next player, the same as it would should the player fail to influence any globe at all through the entrance-way.

SIXTY-FOUR.—1,000.

This game is won when any player succeeds in influencing with the cue all of the globes out of the house into the yard, without making a single miss, or combination of misses, or obtains 1,000 globes. If the game is between two or more players, and not won in the first trial or inning, the player having the most globes shall lead in the second inning ; the one having the next highest, second lead, &c., thus throughout the game—the players counting at the end of each

inning the whole number of globes obtained by them up to that inning, first to last, inclusive.

TITLES OF HONOR.

To play this game the players and leaders of players are required to furnish themselves respectively with either a slate and pencil, or a sheet of paper and pencil, or pen and ink, or space upon a black-board, of ample size, and a piece of crayon. Whichever is used should be headed thus:

“‘SCHOOL’ RECORD

OF

(Name of.....Business). (The Player's.....name, the last, or surname, being unabbreviated). (Date of the game.....).”

The following are the principal technical terms employed: Expression, Time, Call or Strike, Answer, Constituent, Collect, Corresponding Letters, Power Words, Order, Blank, Good, Lost, Play-out, Point and Game.

The following are samples of expressions, with the name of the business, etc., to which each appertains, the forms of which should be strictly adhered to:

POLITICS (1).

JOHN JONES,

President of the United States,
America.

COMMERCE (2).

JOHN JONES & CO.,

2001 Volcanic Avenue,
London, England.

POLITICS (3).

JOHN JONES,

Chief Magistrate of the British Domain, one term,
Dublin, Ireland.

EDUCATION (4).

John Jones is very industrious, studious and brave, and is quite sagacious and popular in society.

MANUFACTURING (5).

JOHN JONES,
President of the American Cotton Mills,
 Boston, Mass.

SPORT (6).

John Jones is destined to prove the best "School" player in America; for he has already won scores of hard-fought battles, as is well attested by his being now the possessor of a hundred titles of honor.*

[Signed], JOHN SMITH,
 Opposing Player.

AGRICULTURE (7).

JOHN JONES,
Proprietor of the Olin Cotton Farm,
 Win, Olin Co., Miss.

MINING (8).

JOHN JONES,
Boss Foreman of the Great Occidental Mine,
 State of Illinois.

THE EXPRESSION.

The expression should always be written in the upper left hand corner of the article of writing material used for writing upon, and by the opposing player, if there be one, who should also write down the answers. If there be no opposing player the presumption is that

* When a player or side obtains the office, or station or condition in life played for against an opponent, there is conferred upon the former by the latter, whatever title or degree is most appropriate for the victor, and the title or degree is given to the name which immediately follows the phrase "'School' Record of." If the defeated opponent be a side, its leader confers the title or degree.

the game will be A. B. vs. Science, in which case the former will write the expression and answers as well.

Persons may play in their own names and for themselves, or in other persons' names and for such persons, or for the latter, but in their own names, or for themselves in other persons' names; either being determined by the wording of the expression played for, and the character of the heading of the record made thereunto.

A CALL.

The term Call relates to the act of striking or propelling the globes with the cue, for the purpose of obtaining only those which contain either the letters, punctuation marks, numerals or characters comprising an expression beginning with the first at the left; while the result of the call (the globes thereby being influenced out of the house), is the Answer. When the player is going to call at the commencement of any game or inning, he must state emphatically what constituent is wanted, and what lead globe is wanted, and what commencement globe the call is to be made upon, as no other should be struck than the one proposed; and the player should continuously call until no answer thereto is obtained. Such calls constitute an inning. Account of the globes constituting an answer shall be taken, without either one being touched, in the manner hereinafter prescribed. When the matter of taking account of the answers is finished, the globes are replaced and secured in position, when another call in another inning will be made. The players thus alternately call, etc., until one or the other completes the expression and there has been an equal number of innings between them. The globes must be secured in position before the *first call* in any inning can be made, and the players must not move the house when making a call.

The players may agree to make calls either through the entrance-way or top of the house, the roof being removed; but in the case of the latter method, the globes should be propelled by touching with the cue's point some part only of the upper half of the globe without at the same time disturbing its centre gravity more than what is necessary to propel it in the direction and the distance it is wanted to go.

TIME.

The time (which is that to which the technical term Time applies) allowed players in which to secure the globes in position for making

calls, should be of reasonable length, and it must be determined and agreed upon before the game is commenced. But the limit as to time shall not apply to the player next succeeding a player who, in making a call, struck another globe than the one proposed. Any other player than this excepted one, who fails within the allotted time (which should not be longer than a minute), relinquishes the call. The next player shall try to secure the globes in position, and, if successful, shall call once after a miss in calling in his or her own behalf, without being required to replace and secure the globes in position after the said miss in the first inning; in addition thereto, this player also earns all prior relinquished calls, if there be any of such unmade, which shall be made without regard to the position of the remaining globes.

CONSTITUENTS.

The term Constituent relates to any letter, mark, numeral or character or characters contained in an expression; while the term Order relates to their numerical order counting from left to right. As the constituents are obtained in their respective orders, they must be written immediately to the right of those they concern in the expression, and, excepting numerals and characters, cancelled by a single stroke of the pen, pencil or crayon used. Above these the word Answers shall be written, and below them the word Collect, which latter word signifies that the player obtained, as the result of some call other than needed letters, marks, etc.

The obtainment of a constituent of one order shall, under no circumstances, be equivalent to obtaining the same character and quality of constituent of another order, even should it be the next succeeding; nor should a player get, say all of the globes, as the result of one and the first call for, for instance, either one of the expressions elsewhere instanced in this writing, he could not credit to himself more than "John." The next letter "J," a constituent of the fifth order, cannot be considered obtained until it is contained in another answer to another call, whether the latter be the second or not. When there is present in an answer to a call no constituent of the order reached, nor any wanted in any other order in the expression, all the letters, words and numerals constituting such answer shall be written under the word Collect. But no letter, word or numeral should be duplicated in this place, the collect, no matter how often obtained, and the numerals (one or more) should be written in a horizontal line in the order of their obtainment from right to left, and they shall count and be read in conformity with arithmetical

rules of notation and numeration. The line should be beneath the letters and words of the collect. If the last numeral obtained be the numeral zero, the total is, thereby, decimalized, for example, thus: .0,987,654,321.

CLUBS OR SIDES.

In the case of a game between clubs or sides, for a single expression each, the respective leaders should write the expressions and record the answers to calls of the respective opposing clubs. Each player of a side shall be entitled to one call before any player of another side can call; but the provisions in another part of this writing, with regard to securing the globes in position prior to making a call, and within a given time, and to striking and moving of the house when making a call, shall operate the same as though the several players of the one side were not playing for the obtainment of the constituent of the one expression of their side or club. The players to a side should not number more than one for each constituent contained in the expression which the side plays for, and if fewer than the whole number of players complete the expression, the calling shall cease on the part of the side as though the whole number had called. When a single player or club or side has completed the expression, and there has been an equal number of innings between the respective players or sides (there being two or more of either in the game), the player or players, or (if the game be between sides or clubs) the leaders of players shall proceed to form words of the letters in the collect; and, as the accumulated letters are taken, they shall be cancelled in the collect by a single stroke of the pen, pencil or crayon used.

HOW WORDS ARE MADE.

The words shall be formed of the letters in the collect below a line beneath the expression, and when the letters are placed for the formation of words they shall not be replaced for any purpose whatever. When this is concluded the player or players, or respective leaders of players, shall count as used, and shall cancel by a double stroke of the pen, pencil, or crayon, used, all letters which remain in the collect, if there be any, which correspond to any letters in the word representative of the business, calling, occupation or trade in which the game is played, or to the first letter of any syllable of any word

in the expression or collect ; and the same are denominated Corresponding Letters.

THOSE OF POWER.

A Power-word is every collected or formed word which contains as many syllables as the surname of the player it is credited to contains ; but if the surname contains but one syllable, then the words to be Power-words must contain as many letters as the player's surname, without regard to syllables. The surname is that which the phrase "School Record of" immediately precedes, which may be any person's name, but it would be best were it the player's real name.

When the players or sides complete their expressions and use all the letters in the collect, they Play-out ; those who fail to do both are Lost.

HOW THE OFFICE OR TITLE OF HONOR IS OBTAINED.

A player, or a side that completes the expression, has the most power-words and cancelled punctuation marks and letters, and whose numeral or numerals amount to the largest sum, makes five Points, and has the game. But a player or side may obtain one or more of these points short of the game, and each shall count One, as follows :

Completing the expression is one point ; having more cancelled letters than any opposing player or side, is one ; more cancelled punctuation marks, is one ; more power-words, is one ; and the largest aggregate sum of collected numerals, is one. When a tie occurs as to the elements of each of the five points, the game is a drawn one ; but if one point less than the whole number be unaffected by the tie, the player, or the side having the one point, has a majority, and wins the game. Likewise any three of the points in favor of one player or side is a majority, and shall count against a minority of two (2), separated or combined, the same as the five (5) does against a minority of less one.

RUNS FOR THE MAYORALTY OF NEW YORK CITY.

See result of a completed game between Jones on the one part, and Science on the other, in the Calling of Politics, and for the

office of Mayor of the City of New York, in the State of New York :

“SCHOOL” RECORD

OF

AUGUST 20, 18--

POLITICS.

JOHN JONES,

ANSWERS.

JOHN JONES.

Mayor of New York, N. Y.

~~JOHN JONES~~
~~Mayor of New York, N. Y.~~

Collect.

~~A B C D E F G H I J K L M N O P Q R S T U V W X Y Z~~

BROWN.

Art, Sport, Vagrancy, Education.

Agriculture, Commerce.

PLATE.

9,876,543,210.

“GETS LEFT” BY THE WICKED LETTER “Z.”

Jones completes his expression, but is nevertheless lost. All of the letters in the collect are not used, Z itself remaining uncanceled. Jones is not entitled to the post of Mayor of New York, notwithstanding he makes a fair “School” record in his endeavors; nor is Science, as it has less of a record than Jones, who not only completes his expression, but has seven power-words, forty-two cancelled letters, four cancelled punctuation marks, and nine billion, eight hundred and seventy-six million, five hundred and forty-three thousand and two hundred and ten units. The office is still vacant.

AN AFTER-THOUGHT OR REFLECTION.

Had Jones thought a second time, he might have used the accumulated letters A B E L M N O R W and Z to form the words Blown and Mazer; and by this method he could have played out, and secured to himself 43 cancelled letters instead of 42. Thus, one

player or side may beat another, and consequently both be easily taught to remember, either with respect or love, what superior enlightened civilization is founded upon and crowned with.

Besides playing for a particular expression, any one or more of the globes or letters, &c., therewith attached, may be played for. In such a case the globes are not replaced through the entrance-way or top—the roof being removable—and secured in position in the house after each inning, as in the case where a complete sentence has to be built therefrom, but are retained until the game is completed by one of the players or sides succeeding in getting the object played for; and the globes may be set in motion at whatever point they may be found, and struck or touched and propelled with the cue. But the globes upon which calls are made at the commencement of the game shall in all cases occupy identical positions in relation to the uppermost layer of globes, and the entranceway of the house, and should be announced and called, respectively, previous to being struck. In securing the globes in position—they are such only when they are placed in five layers (thus forming an imperfect cube)—in any game the players may take them all out of the house and replace them just as he or she desires, and the players may take hold of the house with the hands and place and keep it in any position possible.

SEVEN POINT "SCHOOL."

When the game is between so many players or sides for both the globes and their contents—which embraces seven (7) points—the calling alternates, and ceases only when enough globes to make the game have been influenced out of the house, as is the case when the globes alone are played for. The player getting the lead off, will score an advantage in this game by securing the globes, "&c.," "period," "caret," "comma," "9," "8," "7," "Agriculture," "Manufacturing," "Transportation," "Horticulture," "Stock raising," "Commerce," and "Bird raising," 14 in all, in a front position, as follows: The first 3 as leading globes, and the others, numbering 14-3, 15-3, 7-4, 8-4, 9-4, 9-5, 12-5, 13-5, 14-5, 15-5, and 16-5, respectively.

Any player or side that obtains the characters "&c.," makes one point; the greatest number of alphabetical letters, one; the greatest number of punctuation marks, one; the greatest number of words, one; the greatest number of word-letters (76)—the words containing 151 letters—one; the highest number of globes, one; and the player or side whose numeral or numerals (added),— $1+2+3+4+5+6+7+8+-$

$9+0=45$ —amount to the largest sum, makes one point. The player or side that has, after the conclusion of the calling, a majority (4) or all of these points, or one more than any other player or side, has won the game. When the letters of any word held by the player or side, are counted to make a certain number of word-letters, the said word is not to be counted to make a certain or highest number of words. In deciding who has won the game, the player or side first to call should be the first to announce the result of his or her calls; the succeeding player or side next, and so on to the last.

POOL.

The player influencing 33 globes out of the House into the pockets, wins this game. The player getting first hand from covering the highest numbered square at the start, loses it, should the Lead G. diagonally opposite to the Commencement G. he strikes, either pass or not pass out wholly or partly in the lead or rear, and not spend its force in the pocket immediately in front. The L. globes are secured in position again, and the hand goes to the next player who is to try, and so on to the last.

When the said globe has been properly sent into the right pocket, the companion Lead G, right or left, or centre L, as the case may be, shall be influenced into the other pocket, from whatever point in the Yard or House the player finds it. The other L. G. shall then, in a like manner, be influenced to strike both, or the first one pocketed in one single motion, when the player is to take them up and pocket the said C., or other L. G., etc.

A pocketed G. is "frozen" when another touches it, and it shall not be taken from the pocket at the time. The player shall strike it with the cue, and on thereby permanently relieving it, he is to take it up and continue playing to pocket other globes of those in the House or Yard, just as the case may be, by striking or propelling (those in the Y. where they are, if there be any of such), until he misses or pockets the required number.

A "frozen" G. may be let alone, if the player can and prefers to use the other pocket; but when he attempts and fails to permanently relieve a F. P. G., he makes a miss and loses his hand.

When a player applies force to a Y. G. on the side opposite to the H., and thereby causes that G., or any other, excepting pocketed globes, to touch the rim of either of the pockets or the "bridge" (the space between them), he is entitled to another such strike. But if the G. is pocketed, the player shall pick it up and make the next

strike on any side of the G. selected to be struck, he deems best. Whenever a player influences a G. wholly or more than half way back into the House, he shall return to the H. one of any then in his possession, or the first thereafter obtained, and the hand shall be adjudged lost to him.

SIXTY-FIVE.

This game is the reverse of Pool. Each G., in any Answer except the last, is to be treated and laid aside as a blank, if the one in the lead, or farthest from the H., falls and remains in either pocket, otherwise the pocketed globes only are to be so treated.

The globes are *good* when they are not *blanks*. One letter of the former in favor of any player, will recall or redeem one other of the latter; one numeral, one of its kind for each unit that it contains; one punctuation-mark G., one of its kind for each mark that it contains; and one word will redeem one blank word for every letter that it contains. But the word vagrancy (in confusion) will redeem only alphabetic letters such as correspond with those, A, C, G, N, R, V and Y, which it contains; while crime (cancelled) and &c. (unmatched) globes will redeem none at all, unless they, either the one or the other, be the last influenced out of the House—such one redeeming all blanks. When the last G. is being played for, the player having the most globes, or the one first to obtain the highest number tied, shall place one in each pocket, and the player obtaining the last G. earns the pocketed ones as well as the blanks. Thirty-three globes, or thirty-two and the point from covering the highest numbered square, in favor of any one player, is the game.

UNION.

Sixty-four points, or any other number, more or less, that may be determined upon, are involved in this game. The player or side that gets such number (64), if no other be agreed upon, wins.

Right and Left Lead Globes, or one of these and Centre Lead, are influenced, as in Pool, into the pockets; but they are not taken up until some one player or side unites them the number of times less two one is contained in the number of points played for, by influencing the globes to strike the two in one single motion in each case: the points needed over the number of globes possible to be obtained, being made with the last G., which shall always be left in the yard for that purpose. Failure to make a carrom is a miss, but the player does not necessarily lose his hand. When a player carroms with last

globe, and is short of the game, each of the opposing players shall return to the House one globe each; such returned globes and the said last globe to be treated then the same as if they had not been obtained; and the player or side that is unable or refuses to return a G., shall be adjudged out of the game.

A player may strike the globes to make the Unions in the same manner they are struck in the game of Pool, and he loses each G. influenced back into the H, and one other, etc., as in that game, except that such is not a miss if no globes then in the H. are influenced out as a consequence. But when a player plays from the House to the Yard, whether with last G. or some other, he is not to leave the H. and go to the Y. until he makes a *Union* with a H. or designated Y. globe, at which time he must do so; nor is any player to quit the Yard to go to the House, or commence an inning in the latter when there are globes in the former, unless he influences a G. back into the H., etc., or makes all of the Y. globes carrom upon the pocketed ones before making a miss involving the forfeiture of his hand. The pocketed globes, when frozen, are to be relieved as they are in Pool, except that the player may then strike to make a *Union* on a rebound motion of some globe, either the pocketed G. or any other in the Yard. When a player neglects this, or the preceding provision, he misses and loses his hand.

The player may call or strike to make a Union or carrom each time he makes any one designated G. in the House or out in the Yard, strike any part of that half of either of the pocketed globes farthest from the H, regardless of any of the foregoing provisions, which may be to the contrary.

When a G. is knocked out of a pocket, it shall be put back again; the G. knocking it out shall be returned to the H., and the player loses his hand; but the player so influencing such globes three times shall be ruled out of the game, and be required to return to the H. each G. then held to his credit representing a Union formed. The other opposing players shall continue the game; but in case there is but one such player, he or she should be declared the winner.

When a player applies force to a Y. G. on the side farthest from the entrance-way, and thereby causes that G. or any other to strike any part of either of the globes in the pocket, he is entitled to another strike, to be made upon the G. that struck the pocketed one, and upon whatever side the player deems best to strike it.

Let the players study and heed this explanation of the game of Union, and they will find it to be, probably, the most scientific of any of the games explained, or that might be explained in this writing.

AD FINEM.

Were a word said here, especially to the teachers and scholars of our free and extending country, it might be for the permanent, substantial good of the entire commonalty. Get yourselves round about a "School," set directly up to grace the scene, then sound a globe, and knowledge instantaneously will tumble and roll out almost of its own volition. Refrain from neglecting the real cunning born by your right arm; but properly and constantly employ it. Thus, every nerve can be strengthened, and the development of every muscle of the body peaceably expedited to a thorough accomplishment.

Rev. Henry Ward Beecher said, in a recent lecture: "It is not enough to feed men; they must have homes, they must have intellectual exercise, and they must have other things they need." Believing that all people will warmly endorse these sentiments of the eminent divine, it is quite natural for us to expect the publication of "School" to meet with everything relating to success before an indulgent American public. *En avant. Carpe diem* of Intellectual Exercise. *Et hoc genus omne*.

Our object has been to produce an apparatus with which amusing, interesting and instructive games could be played, and thus, at the same time, afford a means for testing the actual worth of the human nerve. If we have been in the main successful, we are thankful, as we should be.

A STUDY OF THE BASIS OF ENGLISH LITERATURE.

Saying nothing in particular of the styles or sizes of "School," its intrinsic worth alone is such as will create an air of grandeur in any room in any house in which it may be placed, whether it be ever used or not. But let it be placed upon the centre-table, upon the mantel piece, or be suspended from the ceiling by a wire, anywhere ready for use, as would be a chess-board, and it surely will be used. If not for directing attention to a quiet and active study of the basis of English literature, of the different courses of human thought, activity and progress, or of the fundamental principles of natural and mental philosophy, why then for other purposes of perhaps less importance.

Take a cue in hand, and hold it about as a pencil is held, covering, if it be well, its greatest half, for the purpose of striking a globe, and then strike or propel whichever one will most likely pro-

duce the best results of the kind wanted. Do not fail. There will hardly be an excuse for failure. Your nerve is not shaky, nor is it weak. It is firm, steady and strong. You should not tremblingly strike Left or Right Commencement globes, but firmly strike either upon its apex, with the cue pointing towards the L. G., to pass out first. If Right Lead G. be called to lead, the strike should be upon Left Commencement G., and *vice versa*, if Left L. G. is wanted to lead. Satisfactory results will always be attained by the players properly respecting these facts *cap-a-pie*.

Let every globe be struck or propelled with firmness and a sure aim. But always aim at first to call, whether upon either R. or L. Commencement G., so as to direct the centre of gravity of the pyramid of force, which 30 of the globes in position form, covered by 34 others, towards and through the E. W., and thus obtain the 3 leading globes as a result of First call. This is possible ; it has been done. Try it yourself.

After there has been one or more tumbling, and scattering or huddling of globes, you may have need to move the house, in order to get at the remaining globes. This should not be objected to. You are not necessarily bound to cause a single globe to noticeably move while you are moving the house to a more convenient point. But if your nerve should be too weak and unsteady for the task, and thus cause a globe to so move as to be observed, whether to your advantage or disadvantage, the call you were arranging to make must be lost to you. Avoid this forfeiting of calls by changing your own position rather than that of the house ; but remember that in every case your best chance for coming out of the game victor, lies in the strength and steadiness of your nerve being superior to that of any opposing player, and that this will be tested at each Call.

Most Respectfully,

THE AUTHOR.

1886.

WHAT THOSE WHO HAVE EXAMINED "SCHOOL" HAVE TO SAY AND WRITE ABOUT.

IT FALLS BEHIND NOTHING.

Hon. Wm. Walter Phelps says: "I wish to say for 'School' that I know nothing which it falls behind; it deserves a place by the side of the best and grandest inventions of the day."

ALL PROGRESSIVE PEOPLE CAN APPRECIATE IT.

Ex-Senator B. K. Bruce says: "'School' is bound to succeed to an extent which its inventor never dreamed of; for it is one of those things which all progressive people can appreciate."

THE LOVE WILL GROW DEEPER.

Rev. William J. Simmons, D. D., editor of the *American* (Louisville, Ky.) *Baptist*, says: "I fell in love with 'School' the first time I saw it, and the more I see and think of it, the deeper the love grows."

DISCOVERED TO BE THE IDENTICAL THING.

Hon. J. E. O'Hara, M. C. of N. C., says: "'This apparatus, 'School,' or by whatever name it may be called, seems to me to be the identical thing which I have been for years wanting to see brought out; but I never knew what it was that I wanted until I saw and played 'School.'"

Edward I. Horsman, Esq., writes: "It will, no doubt, be very interesting."

AN EXCITING FEATURE.

Mr. A. J. Reach says: "I like all of the games, and think that the getting of last ball in SIXTY-FIVE will prove to be the most exciting feature of that game."

OF A VERY HIGH ORDER.

Messrs. McLoughlin Bros. write: "As nearly as we can judge from the evidence before us, 'School' appears to be a game of a very high order."

THEY FIND IT GOOD.

The Chief of Dep'ts in the spacious Toy Bazaar of Gustavus A. Schwarz, Esq.,

in Philadelphia, writes: "We have examined the new game of 'School,' and consider it good."

"I have seen the game, and find it good.

"HENRY SCHWARZ, *Baltimore.*"

A PRACTICAL HOPE.

Miss S. T. Comly, Librarian of the Friends' Kindergarten Schools, of Philadelphia, writes: "I hope 'School' will sell successfully."

AN EXCELLENT HOUSEHOLD ARTICLE.

Mr. H. W. Collender, of the Brunswick-Balke-Collender Co., says: "It will, in my opinion, prove to be an excellent household article."

MUCH VALUABLE INFORMATION TO BE GAINED.

"I have taken much pleasure in examining the invention known as 'School.' It cannot fail to interest and amuse those who participate in either of its many games; while, at the same time, much valuable information can be gained by the players as well. I hope its introduction will meet with large success.

"REV. JAMES POWELL,

"*Associate Cor. Sec. of the American Missionary Association.*"

A PLAY APPARATUS OF GREAT WORTH.

NEW YORK CITY, August 14, 1886.

"It affords me supreme pleasure in saying that after the most careful examination, likewise explanation by the inventor on several occasions, I cheerfully commend 'School' to the children in this and other English-speaking countries, as the most beneficial article which can be purchased for their enjoyment—simply because it is an instructor of useful knowledge as well as a play apparatus of great worth.

"W. B. DERRICK, D. D., *Pastor of Bethel Church.*"

DR. ALLEN CHEERFULLY COMMENDS "SCHOOL."

"I have seen an exhibition of a new educational game called 'School.' It seems to present several features of merit, and I cheerfully commend it to the attention of all interested in the training of children.

"JEROME ALLEN."

August 25, 1886.

WHAT THE PRESS SAYS.

A DOZEN OR MORE.

It is an apparatus for playing a dozen or more of novel and amusing games, that will at the same time be highly interesting and instructive.—*Philadelphia Times.*

IT SHOULD BE IN EVERY FAMILY.

Every well-regulated family should have "School."—*Baltimore (Md.) Director.*

FOR OLD AND YOUNG.

It is an interesting and scientific game for the amusement of old and young.

The (N. Y.) Freeman.

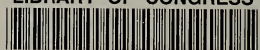
WHY IT IS CALLED "SCHOOL."

"School" is the name of the invention, and it is so called because it is expected to do a good deal of work in the direction of juvenile education. The apparatus comprises a miniature house—something resembling a wee small billiard-table, two cues, and sixty-four balls of various colors, containing all the letters of the alphabet, numerals, punctuation marks, and other devices. Almost as many games can be played with this apparatus as with a pack of cards.—*The New York World.*

GRAND IN CONCEPTION AND COMPLETE IN CONSTRUCTION.

This novel invention is, in every sense of the word, a *school*; for, while it has a tendency to amuse, its primal object is to instruct in every known branch of industry and education. It is simple and complete in construction and grand in conception. Although the game will afford excellent amusement for those who have reached maturity, it is intended principally for the instruction of the juveniles; and, so far as the nursery is concerned, is far superior to anything of its kind ever introduced. No house, where there is a child, will be complete without "School."—*The (N. Y.) Enterprise.*

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